PERFECT DARK ZERO
完美女煞星

A GUIDE TO MODERN COMBAT
戰鬥手冊

2020 EDITION
2020 出版

dataDyne
YOUR LIFE | OUR HANDS

⚠️ 警告

在開始遊戲以前，請閱讀 Xbox 360 指導手冊及任何配件手冊，以獲得重要的安全及健康資訊。請保留所有的手冊以作為未來的參考。如需更換手冊，請參閱 www.xbox.com/support 網站內容，或電詢 Xbox 客戶支援中心（請見手冊內容）。

進行視訊遊戲的重要健康警告

光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 坐在距離電視螢幕較遠的地方
- 使用較小的電視螢幕
- 在照明充足的室內進行遊戲
- 不在感覺疲累或倦怠時進行遊戲。

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。

dataDyne

Xbox遊戲軟體（Xbox Game Software，以下稱「遊戲產品」）之
有限保證書
僅於香港、新加坡或台灣地區購買者適用

擔保/保證內容

微軟公司（以下稱微軟）僅對您（指「遊戲產品」之原始購買者）提供以下擔保/保證，即自最初購買日起三十天期限內，該「遊戲產品」大致上可如所附操作手冊內容所述般操作。若您在該三十天期限內發現受擔保/保證保障之「遊戲產品」有問題，您的零售商將根據下述程序自行決定（不收費用）維修或更換該「遊戲產品」。另外：（1）若該「遊戲產品」係於營業上或為商業目的而使用，則本有限保證書不適用之；又（2）若該「遊戲產品」之任何難題係與意外、濫用、病毒或應用程式錯誤等有關，則本有限保證書無效。

三十天期限內之送交

本擔保/保證之請求應對您的零售商提出。您將該「遊戲產品」送交予您的零售商時，應連同原始購買收據之影印本並提出您在操作「遊戲產品」所遇難題之解釋說明。零售商將自行選擇維修或是更換該「遊戲產品」。任何被更換之「遊戲產品」於原始擔保/保證之剩餘期間內或自您收受該更換之「遊戲產品」起十天內（取較長者）繼續享有擔保/保證。若因任何原因致該「遊戲產品」無法維修或更換，您將會獲得因合理依賴所引起之直接（不包括其他）損害賠償，該賠償數額以您為購買「遊戲產品」所支付之價額為上限。以上所述（維修、更換或有限賠償）是您唯一的救濟方法。

限制

本有限保證書取代所有其他明示或法定之擔保、保證或責任，且其他任何擔保、保證或責任皆無法適用或拘束微軟、其零售商或供應商。任何與本「遊戲產品」或包含「遊戲產品」之媒介相關之默示擔保/保證均限縮在前述之三十天期限內。在法律允許最大範圍內，微軟、其零售商或供應商對「遊戲產品」之持有、使用或故障所引起之任何特殊、偶發、懲罰性、間接或衍生性損害或所失利益皆不負擔責任。亦不論是否救濟方法未達契約重要目的，前述條文均仍適用。若某些國家/管轄地法律不允許對默示保證期間及/或對偶發或衍生損害賠償予以排除或限制，則前述責任之限制及/或排除便對您不適用。本有限保證書在此賦予您特定之某些權利，您亦擁有因不同國家/管轄法律而享有的其他權利。

與本有限保證書有關之疑問，請洽您的零售商或微軟：

台灣：00801 44 4231（免付費）

香港：800 96 4215（免付費）

新加坡：800 448 1330（免付費）

有限保證書

歡迎來到我的世界！

首先，恭喜您做了一個非常睿智的決定，購買我們超級家庭版的生死戰遊戲。儘管外面有很多仿冒軟體，不過從來沒有過，將來也不會有任何軟體能威脅到我們的生死戰遊戲的市場，像它這麼受歡迎。而且，只有資訊達因才有能力複製這種科技。

多虧了我們的聰明才智，您現在將會被某些世界頂尖的生死戰玩家的熱情、耐力及膽量所感動。說不定有一天，您也可以登上國際舞台與他們一較高下，為了榮耀及勝利時內心的悸動而戰，並受到上百萬觀眾的愛慕。

從今以後，我們的生死戰遊戲會為您記錄許多場光輝的勝利。希望您能從這套優秀的軟體中得到大智慧，甚至產生更偉大的雄心壯志。

感謝您選擇資訊達因。

我很高興您做了這個決定。

- 李章，資訊達因總裁

如果您是第一次來到這個遊戲世界,請先建立一個設定檔。您的設定檔將會儲存遊戲進度,並詳細記錄您的分數、設定以及遊戲成就。當您完成每個關卡、達成某種新成就,或變更設定時,設定檔都會自動儲存。

您只需要建立一個設定檔,往後每次進行遊戲時,系統都會自動載入這個設定檔。

主選單

主選單包含以下選項。

1 任務

您可透過單人遊戲模式或合作模式,在槍林彈雨中執行劇情任務。

2 戰鬥競技場

您可在此設定多人遊戲(透過分割畫面、系統連線或 Xbox Live® 進行遊戲)。請參閱「戰鬥競技場」一節來獲得更多資訊。

3 選項

您可在這裡調整控制設定、變更預設的多人遊戲角色,以及編輯音訊/視訊選項。

dataDyne

5

您可以獨自在單人遊戲模式執行任務，或與好友在合作模式一同闖關。您可透過排行榜選項連線到 Xbox Live，並利用線上排名來比較自己與世界各地玩家在任務模式中的表現。

執行單人遊戲任務

選取主選單上的 [任務]，然後從任務模式畫面中選取 [單人遊戲]，此時會出現 [選取任務] 選單。接著您必須決定要執行哪個任務 (新玩家一律從資料中心的起始任務開始)，然後選取 [任務難度]，不過，您只能選擇與上次任務相同或是比較簡單的任務難度。

接著觀賞任務簡報 (或按下 Ⓐ 略過)，然後進入 [任務摘要] 畫面。

此時您可開始執行任務，不過如果您需要自訂武器或電子裝置的話，請先參觀 [軍械庫]。

執行合作模式任務

選取主選單上的 [任務]，然後從任務模式畫面中選取 [合作模式]。

接著，請選取自己與好友合作的方式。您可從 [本機] (利用一台 Xbox 360 主機的分割畫面) 或 [系統連線] (透過區域網路) 來進行遊戲，然後會出現 [選取任務] 選單，之後的操作步驟就和上一節「執行單人遊戲任務」中的一樣。不過，只有建立遊戲的玩家才能決定關卡及難度。

如果您選取 [Xbox Live]，您將透過 Xbox Live 的線上多人遊戲功能來尋找合適的隊友，然後才會進入 [選取任務] 畫面。

您只能在任務開始前進入軍械庫,預設武器是 P9P 暗殺手槍,但您也可以選擇在上一個任務結束時所使用的武器。

您總共有 4 個武器格來存放武器,但有時無法同時存放 4 種不同的武器。例如,手槍只占 1 個武器格,但是狙擊槍或火箭砲這種大型武器就會占到 3 個武器格。武器格的規則適用於單人遊戲及戰鬥競技場遊戲。

1 格	P9P 暗殺手槍 I 狙擊手槍 I 麥格農左輪 I 毒液槍 I 共振磁刀 I 獵鷹手槍 I 獵鷹飛鏢 I 手榴彈 I 閃光彈 I 地雷
2 格	CMP 150 衝鋒槍 I 戰鬥防護盾 I FAC-16 步槍 I UGL 衝鋒槍 I 摺疊式突擊步槍 I RCP-90 衝鋒槍 I KSI-74 突擊步槍 I DEF-12 霰彈槍 I 神龍步槍 I DW-P5 衝鋒槍
3 格	M60 重機槍 I 電漿步槍 I 脈衝槍 I 豺狼狙擊槍 I 火箭砲

| 1 | 2 | 3 | 4 |

但您也可以攜帶一個電子裝置來執行任務,只要在執行任務前到軍械庫去更換裝備就行了。每種電子裝置都有自己獨特的功能,因此當您選擇不同的電子裝置後,您的任務行進路線及選擇可能都大不相同。

為了自衛,您在任務中發現的護甲並不會占去武器格的空間。當您穿上護甲時,生命值列會有白色的外框。護甲可減低敵人槍砲所造成的傷害,不過它無法抵擋可穿過護甲的子彈。在單人遊戲任務中,身穿護甲的敵人被保護的部位,能承受較多發的槍擊,但在戰鬥競技場裡,全身上下受護甲保護的程度是相同的。

dataDyne

畫面配置

生命值列　　如果您受傷了，生命值列就會變短。當您從高處摔落、吸入有毒瓦斯、被火燒傷或遭到近戰攻擊而受傷後，生命值列將會慢慢地復原。當您穿上護甲後，生命值列將會出現白色的外框。

彈藥列　　　顯示您已配備武器的彈藥存量，上面同時顯示目前彈匣中的彈藥量，以及持有的全部彈藥量。為了避免在槍戰中碰到彈藥耗盡的窘境，請記得要常常手動裝填彈藥。

武器交換　　這些圖示會在輪流配備物品欄中的武器時出現，或在您沒有多餘武器格的情況下撿起地上武器時出現。此時，地上的新武器以及您要扔下的武器都會同時顯示。

動作指示　　當環境允許您採取某種特殊行動時，就會出現行動指示。這個按鈕的外觀無論何時都是一樣的，但您按下後角色做出的動作會隨當時的環境而有所不同（例如開門、攀爬梯子，以及尋找掩蔽等）。

動作指示　　　　　生命值列

deathmatch | killcount
GAME TIME: 7:09
bolo: 1 / points limit: none
kathy Rindhoops: 0 / points limit: none

cover

CMP-150　　　Y　　FAL　PSP

武器交換

dataDyne

雷達

雷達只有在戰鬥競技場，或單人遊戲中角色攜帶內建雷達的武器時會出現。綠點代表盟友，紅點則代表敵人（但敵人的蹤影只會在他使用沒有消音器的武器時才會出現）。而三角點則代表敵人在您的上一層或下一層樓。
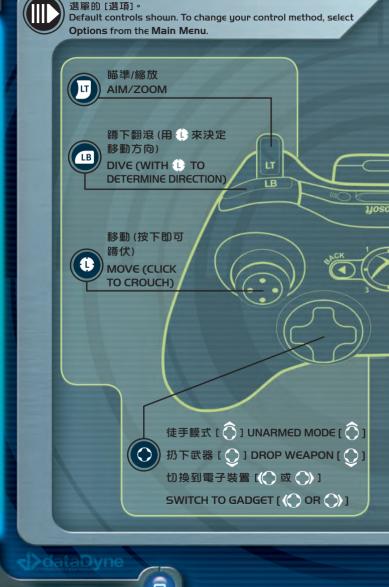
雷達

southwest ridge
voice: global

24
168

總彈藥量　彈匣中的彈藥量

我們
改變了
您的生活

您一定聽過能幫忙打理日常事務，讓生活更有條理的數位助理。但這次我們真的做到了！d-PAL 的容量超過您在一百年中累積收集的資訊量，而且不論您身在墨西哥叢林，或在您母親家吃午飯，它的畫面都是一樣清晰。所有功能及資訊都在一張只有 0.5 公厘厚的卡片裡。您的生活，從此將大不相同。
· 高解析度電漿螢幕
· 視網膜神經連線安全系統*
· PIMcom 2017 作業系統，搭配 hiPad 存取系統，或選擇性的聲控系統
· 透過 lowDrop 視迅降階功能與全世界聯繫**
· 3Tb 的卡片容量，並搭配上中央上傳功能
· 線上數位助理說明

*此項功能需要您在當地資訊達因的機構中進行手術
**此項功能需要選擇性的 bunnyLink 耳機組

畫面配置

dataDyne

以下是預設的控制方式。如果您想變更控制方法,請選取主
選單的 [選項]。
Default controls shown. To change your control method, select
Options from the **Main Menu**.

瞄準/縮放
AIM/ZOOM
LT

蹲下翻滾 (用 🕹 來決定
移動方向)
**DIVE (WITH 🕹 TO
DETERMINE DIRECTION)**
LB

移動 (按下即可
蹲伏)
**MOVE (CLICK
TO CROUCH)**

徒手模式 [🔘] UNARMED MODE [🔘]

扔下武器 [🔘] DROP WEAPON [🔘]

切換到電子裝置 [🔘 或 🔘]

SWITCH TO GADGET [🔘 OR 🔘]

dataDyne

8

XBOX
360 按鍵

XBOX
GUIDE

您的 XBOX 快顯功能表所建立的偏好設定會取代個別遊戲的設定，因此，如果您在 [選項] 選單中變更的控制方法無效，請檢查 XBOX 快顯功能表，看看兩者的設定有沒有衝突。
Preferences established in the Xbox Guide may override individual game settings. If changes made through the Options menu do not take effect, check that there is no conflict with your Xbox Guide settings.

RT 使用武器的主要功能
PRIMARY FIRE

RB 使用武器的次要功能
SECONDARY FIRE

Y 武器交換
WEAPON SWAP

X 重新裝填彈藥
RELOAD

B 近戰攻擊
MELEE ATTACK

A 動作 (視環境而定)
ACTION (CONTEXT SENSITIVE)

START 暫停/繼續遊戲
PAUSE/RESUME GAME

R 環顧四周
LOOK AROUND

dataDyne

傑克塔克
JACK DARK
出生日：1969 年 4 月 28 日　血型：A 型
DOB: 04/28/1969　BLOOD TYPE: A

說明：傑克塔克從海軍陸戰隊退伍後成為警察，不過後來因為被誣賴而離開，並為了餬口成立一家小型賞金獵人公司。雖然傑克的個性有些唐突、粗暴及霸道，但他經驗老到又沉穩可靠，絕對是個優秀的領導者。

96640-1

Description: Following stints in the Marines and law enforcement, Jack Dark left the force under murky circumstances and set up a smalltime bounty-hunting operation to cover the rent. While curt, abrasive and domineering, Dark also has plenty of experience and the unflappable dependability essential in a good leader.

裘安娜塔克
JOANNA DARK
出生日：2000 年 3 月 20 日　血型：O 型
DOB: 03/20/2000　BLOOD TYPE: O

說明：裘安娜塔克是傑克塔克的女兒，是一個前途無量的實習賞金獵人。他是位運動健將，而且頭腦非常敏銳、聰穎，但他不善於控制自己的情緒，而且會魯莽地扣下扳機。他父親會對他過於保護，這造成他們兩人之間的衝突。

10035-2

Description: Daughter of Jack Dark and a promising bounty hunter in training, Joanna Dark is keen, athletic, naturally sharp-witted and resourceful. However, she has yet to fully master her emotions and the mile-wide reckless streak they often trigger. Her father's overprotective nature also causes friction.

探員應該永遠要記得利用環境來取得優勢，好的戰術包括利用環境在槍戰中佔上風。

尋找掩蔽

當您接近可掩蔽自己的物體或環境時，畫面上會出現行動指示，按下 Ⓐ 即可掩護自己。此時使用 Ⓛ 即可從掩蔽物後觀察四周及瞄準目標，按下 RT 即可射擊。當您準備要離開掩蔽物時，可再按下 Ⓐ。

您可以從主選單的控制選項來變更您尋找掩蔽及離開掩蔽物的控制方法。

閃躲

同時使用 Ⓛ 和 LB 即可在戰鬥時急速蹲下及翻滾。因為如果您不斷移動的話，敵人會比較難瞄準您。然而，萬一您在急速蹲下或翻滾時被擊中，您的傷勢會更嚴重。

瞄準模式

當您需要更精準地瞄準目標時，可在移動時按住 LT 來啟動瞄準模式，讓您更容易瞄準目標，但缺點是無法全速移動。

若您目前配備的武器可加裝狙擊鏡的話，當您進入瞄準模式時，瞄準視野的放大程度會依您按下 LT 的程度而有所不同（按到底即可將視野放到最大）。

dataDyne

飛行器

最高速度：每小時 80 公里

- 有標準行走模式的最先進個人飛行裝置

- 配備兩把衝鋒槍，還有在空中停留的能力，可在定點或飛行途中發動攻擊

- **L** 加速、減速、左/右掃射
- **R** 左/右轉、向上/下看
- **RB** 起飛/降落（接近地面時）
- **LT** 升空（放開即可下降，按住即可停留在空中）
- **A** 上/下飛行器

氣墊船

最高速度：每小時 100 公里

- **L** 加速、減速、左/右掃射
- **R** 左/右旋轉
- **A** 登上/離開氣墊船

- 有駕駛員及槍手的位置，乘客的位置在兩側（駕駛員的責任）

- 砲塔有三種可替換的重型武器：M60 重機槍、電漿步槍或火箭砲

dataDyne

戰鬥競技場的多人遊戲分為兩大類：生死戰及回合戰。您從主選單選取 [戰鬥競技場] 後，即可選擇這兩種模式中的一種。

當您啟動這個選項後，就必須選取一種適合的連線模式。連線模式有三種：本機、系統連線及 Xbox Live。

本機

在一台主機上進行單人對抗人造人的遊戲，或在分割畫面上與最多三個其他玩家一起進行遊戲 (您可選擇玩家對戰，或對抗人造人)。

系統連線

透過區域網路與其他主機上的玩家進行遊戲。

您可以透過系統連線在分割成四塊的畫面上進行遊戲。

XBOX LIVE

您可在任何時間、任何地點透過 Xbox Live 與全世界的所有玩家進行遊戲。在這裡您可以建立設定檔 (玩家卡)、與好友交談、在 Xbox Live 賣場下載內容，以及傳送與接收語音和影像訊息。趕快連線，加入這場革命性的遊戲行列。

連線

在進入 Xbox Live 之前，請將你的 Xbox 主機連結到高速網際網路，並註冊成為 Xbox Live 的會員。如果想要瞭解有關連線的詳細資訊，或確認您所在的區域是否提供 Xbox Live 的服務，請瀏覽 www.xbox.com/live。

家長監護

家長們可以利用這些簡易又多樣性的工具，根據遊戲內容的分級，幫助未成年玩家選擇適合的遊戲。如果要瞭解更多資訊，請瀏覽 www.xbox.com/familysettings。

按下並放開 **RB** 即可啟動武器的次要功能。

按住 **RB** 後按下 **LT** 即可啟動武器的第三功能。

手槍

P9P 暗殺手槍（雙武器）

子彈容量：9 發
次要功能：消音器
第三功能：手電筒

P9P 暗殺手槍是可大幅改造的手槍，狙擊鏡是它的基本配備。它的次要功能是可在進行偷襲任務時殺敵用的消音器，而第三功能則是可在陰暗地區開啟的手電筒。

獵鷹手槍（雙武器）

子彈容量：18 發
次要功能：彈匣爆竹

獵鷹手槍是火力較弱，但準確度高的武器。由於它的射擊速度很快，因此成為專業人士的最愛。它的次要功能是把裝滿子彈的彈匣丟出去，然後會像鞭炮一樣連續爆炸來擾亂敵人。

麥格農左輪（雙武器）

子彈容量：6 發
次要功能：聲東擊西

這是適合那些需要強大火力的人使用的武器。這把令人生畏的左輪手槍的射擊速度很快，可以給敵人迎頭痛擊。它的次要功能可無聲地發射延遲引爆的誘騙射擊。

狙擊手槍（雙武器）

子彈容量：9 發
次要功能：跳彈射擊

狙擊手槍是最先進的軍用手槍，非常適合用來射擊遠方的目標。它的次要功能可磁化子彈，這加強了子彈的彈跳功能，讓技巧高超的人能有效地從角落射擊目標。

快速生死戰

這是進入生死戰遊戲大廳最快速，也最簡單的方法。不過您會進入哪個遊戲大廳，是根據幾個標準而定的，例如連線速度。

快速回合戰

快速回合戰與快速生死戰很類似，它提供了進入回合戰遊戲大廳簡單且快速的方法。

自訂配對

當您使用自訂配對選項時，您會看到可手動瀏覽及選取的遊戲大廳清單。您可以變更自訂配對搜尋網頁的選項，來縮小您的搜尋範圍。

生死戰是資訊達因的產品，玩家可在虛擬競技場用許多不同種類的武器比賽。生死戰遊戲席捲了全球，名列前茅的玩家成為大家崇拜的對象。除了排名配對的嚴密架構外，任何事都有可能發生，有些玩家甚至加入人造人讓遊戲變得更刺激…

殺敵競賽

這是一場混亂大戰，殺敵數最多的玩家就是勝利者。

團隊殺敵競賽

這是只有團隊才能參加的比賽，累積殺敵數最高的團隊就是贏家。

奪旗

這是只有團隊才能參加的比賽。每個團隊必須從敵人的基地奪走旗幟，然後帶回自己的基地。成功帶回自己基地的敵人旗幟數最多的團隊，就算獲勝。

領地攻防

這是只有團隊才能參加的比賽。團隊必須佔領數個中立的山丘，然後維持自己的控制權，直到得分為止。

佔領及控制最多領地的團隊，就是贏家。

回合戰就是回合制的多人遊戲，它的步調比生死戰緩慢，而且也比生死戰更需要運用戰略。玩家在每一回合都必須自己掏腰包購買武器，然後靠著殺敵及達成任務目標來賺取金錢。

消滅

這是只有團隊才能參加的比賽，最後唯一有倖存者的團隊就算獲勝。

突襲

這是只有團隊才能參加的比賽。一個團隊防禦基地，而且團隊成員只有一條生命，但他們可以像平常一樣購買武器。所有其他團隊只有基本的武器，但有無限的生命。在防禦基地時存活時間最長的團隊就算勝利。

感染

這是一場混亂大戰。這裡的玩家分為兩種：受感染及未感染的。大部分玩家在遊戲開始時都未受感染，當某位玩家死亡後，他/她便會成為受感染的成員。如果未感染的玩家活到比賽結束，他們就是唯一能得分的玩家。如果受感染的玩家消滅了所有未感染的玩家，他們就是得分的玩家。

最後得到最多分的玩家，就是優勝者。

破壞

這是只有團隊才能參加的比賽，破壞敵方團隊的物資較多的團隊，就可獲得勝利。

dataDyne

基本設定

自訂遊戲的基本選項包含武器組、關卡變化及遊戲時間限制等因素。不過已排名及未排名遊戲的限制不同,已排名遊戲的限制較嚴格。

當您自訂遊戲時請記住,每個關卡的預設設定都不同,這是因為我們想要讓您盡可能得到最刺激、最令人滿足的戰鬥經驗。雖然如此,如果您想要用特定方式進行遊戲(或者純粹只是好奇想知道這樣改會怎樣),您還是可以變更預設設定。但請記住,某種特定的設定在不同的關卡不一定能夠給您相同的遊戲體驗。

進階設定

進階設定大多是用在未排名遊戲,它們可讓玩家決定團隊在那個基地重生、是否讓人造人加入遊戲、禁止使用某種載具、是否能買到便宜或特殊的武器,以及每位玩家一開始擁有的金額(僅適用於回合戰)等。

當您比較熟悉戰鬥競技場後,這些選項可讓您自由地設定符合您個人喜好的戰場,不論您喜歡平淡,還是嚴苛的戰場都沒問題。

尾聲

訓練課程結束了。我們能給您的心理建設有限,在生死戰中奮戰的感受是言語無法形容,您只有親身體會才能了解。當您闔上這本手冊,進入遊戲的那一剎那,您體能訓練就要開始了。感謝您選擇了資訊達因。

資訊達因

您的生活是我們的責任

技術支援服務每週一至週五皆有提供。

如需詳細資訊，請前往我們的網站，網址：www.xbox.com。

或請洽您的零售商或微軟：
台灣：00801 44 4231（免付費）
香港：800 96 4215（免付費）
新加坡：800 448 1330（免付費）

Check out Perfect Dark Zero on the Web at
www.perfectdarkzero.com

技術支援服務

⚠ WARNING

Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support (see inside of manual).

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

• Sit farther from the television screen.
• Use a smaller television screen.
• Play in a well-lit room.
• Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

When you first venture into the game world, you will be asked to create a profile. Your profile keeps track of your progress in the game and records details of your scores, settings and game achievements. Progress is automatically saved to your profile after each level and also when you achieve something new or change your settings.

You only have to create a profile once. It will then be loaded automatically every time you play.

MAIN MENU

The following options are available from the **Main Menu**.

1 MISSIONS

Run the full gauntlet of story-based missions in either **Solo Agent** or **Co-Operative** mode.

2 COMBAT ARENA

Set up a multiplayer game (split-screen play, System Link or Xbox Live®). See the Combat Arena section for full details.

3 OPTIONS

Optimize your control setup, change the default multiplayer character and edit audio/video options.

dataDyne

WELCOME TO MY
WORLD!

Let me begin by saying that you have made a wise choice in adopting our cutting-edge home version of the legendary DeathMatch software. Though there are many pretenders in the world, none has—or will—come close to threatening the market share or enduring popularity of the phenomenon that is DeathMatch, and certainly dataDyne is the only company capable of replicating the technology in a form deemed suitable for private and personal use.

Thanks to our ingenuity, now you too can aspire to the great feats of athleticism, stamina and nerve displayed by some of the world's top DeathMatch combatants. Maybe one day you will even join them out there on the international stage, adored by millions, competing for glory and the simple visceral thrill of the takedown.

I am confident that, in the days ahead, our DeathMatch software will record many glorious victories on your behalf, and I hope that from this domination you derive great wisdom and even greater ambitions.

Thank you for choosing dataDyne.
Your decision pleases me.

- Zhang Li, dataDyne CEO

Agents should always make best use of their surroundings to get the upper hand. Good tactics include using the environment to gain the advantage in a firefight.

TAKING COVER

The **Action Indicator** appears on-screen when you approach objects and environmental features that can be used for cover. Press Ⓐ to take cover. Use 🕹 to look and aim around pillars (if applicable), and RT to fire. Press Ⓐ again when you're ready to break cover.

The exact control procedure for taking and breaking cover can be changed by accessing the **Control Options** subsection of the **Main Menu**.

DODGING

Use 🕹 together with LB to perform combat dives and rolls. Enemies will find it much harder to get a bead on you if you're in constant motion. However, any shots that do hit home during a dive or roll will cause you more damage than usual.

AIM MODE

When more precise aiming is needed, hold down LT as you move around. This activates **Aim** mode, making targeting easier at the expense of full movement speed.

A scope is also employed if one is fitted to your current weapon. In this case, a greater level of zoom becomes available depending on the pressure applied to LT (press down fully for maximum zoom).

dataDyne

You can tackle the missions as a single player in **Solo Agent** mode or with a friend in **Co-Operative** mode. The **Leaderboards** option connects to Xbox Live and compares your performance in the mission modes with those of other players across the world in the online rankings.

STARTING A SOLO MISSION

Select **Missions** from the **Main Menu**, then select **Solo Agent** from the **Mission Mode** screen. The **Mission Select** menu follows. At this point, you must decide on a specific mission to take (new players always start with the Datacore mission), followed by the level of **Mission Difficulty**. You may only select a difficulty level equal to or lower than that of the previous mission.

Watch the **Mission Briefing** (or press Ⓐ to skip), and then proceed to the **Mission Summary**.

From here you can begin the mission immediately or preface it with a visit to the **Armory**, should you want to customize your arsenal of weapons and gadgets.

STARTING A CO-OP MISSION

Select **Missions** from the **Main Menu**, and then select **Co-Operative** from the **Mission Mode** screen.

The next step is to choose how you want to work with your fellow operative. Opt for **Local** (split screen on a single Xbox 360™ console) or **System Link** (local area network) play, and you'll continue to **Mission Select** and subsequent screens as described in **Starting a Solo Mission**. The player who initiates the game decides the level and difficulty.

Select **Xbox Live**, and you'll use the Xbox Live online multiplayer functionality to find a suitable teammate before continuing to the **Mission Select** screen.

The **Armory** can only be accessed before a mission begins. Your default firearm is the P9P, but you can also opt to use weaponry brought back from previous missions.

Four slots are available for carrying weapons, but this doesn't necessarily allow room for four separate items. For example, pistols take up a single slot while Sniper Rifles and Rocket Launchers are bulky enough to take up three apiece. Weapon slot rules apply to both **Solo Agent** and **Combat Arena** play.

1 SLOT	P9P	Magsec	Magnum	Psychosis Gun	Viblade Falcon	Hawk	Grenade	Flashbang	Multimine

2 SLOTS	CMP 150	Combat Shield	FAC-16 UGL	Laptop	RCP-90	KSI-74 DEF-12	SuperDragon	DW-P5

3 SLOTS	M60	Plasma Rifle Shockwave	Jackal Rocket Launcher

1	2	3	4

You can also carry one gadget into a mission, which can be changed by visiting the **Armory**. Each gadget is context sensitive, features its own unique minigame and, depending on your initial choice, may well affect the routes and options open to you.

Defensively, body armor found during a mission will not affect your available weapon slots. Armor is indicated by a white outline around your health bar and reduces damage inflicted by enemy fire (with the obvious exception of armor-piercing rounds). Armored enemies within **Solo Agent** missions will be able to take more shots in the protected area. In **Combat Arena**, the effects of any type of armor are unified across the whole body.

◁▷dataDyne

HEALTH BAR — Reduced when damage is taken. Shock damage from falls, gas, fires and some melee attacks will gradually be recovered. A white outline around the bar denotes armor.

AMMO BAR — Represents ammunition held for your equipped weapon, both in the current clip and in total. To avoid being caught short in a firefight, manual reloading is something that should be done early and often.

WEAPON SWAP — Appears when you swap between weapons in your inventory, and when you try to pick up a new weapon with insufficient free slots. In this case, the new weapon and the one to be dropped in its place are both displayed.

ACTION INDICATOR — Shown when the environment allows a context-sensitive action. The button is always the same, the action differs depending on circumstances (opening a door, climbing a ladder, taking cover and so on).

ACTION INDICATOR

HEALTH BAR

deathmatch | killcount
GAME TIME: 7:09
boto: 1 / Points Limit: None
kathy Rindhoops: 0 / Points Limit: None

cover

CMP-150   FRL   P9P

WEAPON SWAP

dataDyne

26

RADAR

Applicable to Combat Arena only, except where a Solo agent carries a weapon with built-in radar. Each green blip indicates an ally, red denotes an enemy (appearing only when unsilenced weapons are fired). Triangular blips indicate enemies located on a higher or lower level.

We've just changed your life

Of course you've seen and heard it all before. A digital assistant that will take care of all your day-to-day hassles and organize your life. But this time we really mean it! Your d-PAL will store more information than you'll ever accumulate in a hundred years and never drop a video link whether you're in the Mexican jungle or just at Mother's for lunch. All in a flexible card just .5mm thick. Life will never be the same.

• High resolution plasmaFlex screen
• Retinal neuroLink filament security system*
• PIMcom 2017 operating system with hiPad access or optional vocal link command
• Worldwide communications access with lowDrop video degradation**
• 3Tb on-card storage with central upload capability
• Online digital assistant help

*requires surgery at your local dataDyne facility
**requires optional bunnyLink earset

RADAR

southwest ridge
voice: global

24

168

AMMO IN CLIP   **TOTAL AMMO**

SCREEN LAYOUT

⟨◈⟩dataDyne

JETPAC

Top Speed: 80 kph

- State-of-the-art personal flight device (PFD) with walk mode fitted as standard

- Twin machine guns and hover capability for firing in place or on the go

L	Accelerate, brake, strafe left/right
R	Turn left/right, look up/down
RB	Take off/land (when near ground)
LT	Rise (release to fall, hold to hover)
A	Mount/dismount

NOW AVAILABLE FROM DATADYNE PERSONAL TECHNOLOGIES!

HOVERCRAFT

Top Speed: 100 kph

L	Accelerate, brake, strafe left/right
R	Rotate left/right
A	Mount/dismount

- Pilot and gunner positions with passenger room at sides (pilot's responsibility)

- Turret for three interchangeable heavy weapons: M60, Plasma Rifle or Rocket Launcher

dataDyne

COMBAT ARENA

Multiplayer battles in the Combat Arena fall under two general banners: **DeathMatch** and **DarkOps**. Entrance to either of these modes is gained by selecting **Combat Arena** from the **Main Menu**.

When this option is activated, you must choose an appropriate connection mode. There are three types: **Local**, **System Link** and **Xbox Live**.

LOCAL

Compete on a single machine, either solo vs. bots or in split-screen play with up to three other players (battling against each other or bots).

SYSTEM LINK

Play against other machines on a local area network. Four-way split-screen play is also possible here.

XBOX LIVE

Play anyone and everyone, anytime, anywhere on Xbox Live. Build your profile (your gamer card). Chat with your friends. Download content at Xbox Live Marketplace. Send and receive voice and video messages. Get connected, and join the revolution.

CONNECTING

Before you can use Xbox Live, connect your Xbox console to a high-speed Internet connection and sign up to become an Xbox Live member. For more information about connecting, and to determine whether Xbox Live is available in your region, go to **www.xbox.com/live**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide the games young players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

COMBAT ARENA

dataDyne

To access secondary functions, press and release RB.

To access tertiary functions, hold down RB and press LT.

PISTOLS

P9P (DUAL WIELD)
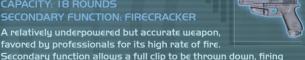**CAPACITY: 9 ROUNDS**
SECONDARY FUNCTION: SILENCER
TERTIARY FUNCTION: FLASHLIGHT

Highly customizable with scope fitted as standard. Secondary function attaches a silencer for stealth kills, while the tertiary function switches on a flashlight for use in low light conditions.

FALCON (DUAL WIELD)
CAPACITY: 18 ROUNDS
SECONDARY FUNCTION: FIRECRACKER

A relatively underpowered but accurate weapon, favored by professionals for its high rate of fire. Secondary function allows a full clip to be thrown down, firing each round in sequence to distract enemies.

MAGNUM (DUAL WIELD)
CAPACITY: 6 ROUNDS
SECONDARY FUNCTION: DECOY FIRE

One for those who appreciate true stopping power, this intimidating six-shooter can teach a painful lesson in muzzle velocity. Secondary function fires a silenced decoy shot with delayed detonation.

MAGSEC 4 (DUAL WIELD)
CAPACITY: 9 ROUNDS
SECONDARY FUNCTION: REBOUND FIRE

State-of-the-art military pistol ideal for engaging targets at a distance. Secondary function magnetizes the rounds, exaggerating ricochet and allowing skilled users to effectively fire around corners.

QUICK DEATHMATCH

This is the fastest and least complicated method of reaching a **DeathMatch** lobby. The route to the lobby is based on several criteria, including connection speed.

QUICK DARKOPS

Similar to the **Quick DeathMatch** option, this offers quick and easy access to a **DarkOps** lobby.

CUSTOM MATCH

Using **Custom Match** returns a list of potential lobbies, which can be manually browsed and selected. The search can be narrowed by changing any of the options on the **Custom Match** search page.

dataDyne

DeathMatch is a creation of dataDyne Corp. Players compete in virtual arenas using any of several different groups of weapons. The mainstream game has swept around the globe, and the top-ranked DeathMatch players are feted as celebrities. Away from the rigid structure of the ranked matches, anything goes; some players even spice up the gameplay with bots...

KILLCOUNT

A free-for-all match. The winner is the player who racks up the most kills.

TEAM KILLCOUNT

A team-only match. The winning team is the one that achieves the most collective kills.

CAPTURE THE FLAG

A team-only match. Each team tries to grab the flag from the enemy base and return with it to their own base, thereby capturing it. The team with the most successful captures is declared the winner.

TERRITORIAL GAINS

A team-only match. Teams try to capture several neutral hills and retain control of them until they generate points. The team that seizes and holds the most territories is the winner.

DarkOps is a round-based multiplayer game. It is a slower-paced and more tactical game than DeathMatch. Each round, players must buy weapons from their personal stock of cash, earned through killing the enemy and achieving scenario objectives.

ERADICATION

A team-only game. The last team with any members left alive wins.

ONSLAUGHT

A team-only game. One team defends a base, gets one life each and can buy weapons as normal. All other teams have only basic weapons but infinite lives. The team that stays alive longest while defending the base wins.

INFECTION

A free-for-all game. There are two factions of players: infected and uninfected. Most players start off uninfected. After a player dies, he/she becomes a member of the infected. If the uninfected stay alive until the end of the match, they are the only players to get points. If the infected wipe them out, they are the only ones to score. The player with the most points is the overall winner.

SABOTAGE

A team-only game. Targeted destruction—the team that ultimately causes the most damage to the other team's property wins.

dataDyne

BASIC

The basic options for game customization encompass such factors as weapon sets, level variants and game duration. The permitted limits are different for ranked and unranked games, with ranked games being more restrictive.

When customizing the game setup, bear in mind that the defaults vary from level to level for a reason—they have been set up to offer the sharpest and most satisfying combat experience possible. Defaults can still be altered by any player with a specific scenario in mind (or a simple old-fashioned curious streak). But remember, one particular setting will not necessarily provide the same experience on each level.

ADVANCED

Advanced settings are more likely to apply to unranked games. They offer combatants the ability to specify at which base a team spawns, whether bots are involved in play, the disabling of certain vehicles, the accessibility of cheap and/or controversial weapons plus the amount of money each player is given to buy them (DarkOps only), and so on.

When you have some familiarity with **Combat Arena**, these options allow you the freedom to tailor the full battlefield experience to your own personal tastes, however humble or demanding.

ENDNOTE

The time for education has passed. Mental preparation can only take you so far. The phenomenon that is DeathMatch cannot be fully encapsulated by mere words—it must be experienced. Your physical training begins the minute you close this handbook and step into our game world. Thank you for choosing dataDyne.

dataDyne

Your life | Our hands

PERFECT DARK ZERO TEAM

Lead Designer & Project Lead
Chris Tilston

Producers
Richard Cousins
Lee Schuneman

Lead Software Engineer
Kieran Connell

Lead Background Artist
Sam Jones

Lead Animation
Jon Mummery

Lead Prop Artist
John Doyle

Lead Concept Artist
Wil Overton

Lead Character Artist
Kevin Bayliss

Design, Story & Script
Dale Murchie

Multiplayer Design
Duncan Botwood

Assistant Designer
Ross Bullimore
Vehicles & Editor
Stewart Needham

Game Engine, Physics & Optimisation Lead
David Thomas

Renderer & Special Effects
Cliff Ramshaw

AI & Character System
Lee Hutchinson

Mini-Games, Multiplayer & Cut-Scenes
Jens Restemeier

Networking
Mark Edmonds

Multiplayer
Dave Herod

Player Control & Animation
Nicholas Makin

Weapons & Additional HUD
Laurie Cheers

Audio & Localisation
James Lawrence

AI, Level Setup & Bosses
Rod Boyd

Effects
Bjorn Madsen

Co-op
Ian Bolton

Additional AI & Bosses
Adam Kitching

Interface & HUD
Gareth Lough

Additional Programming
Michael Evans

Bots
Kieran
D'Archambaud

Additional Programming
Mike Vine
Chris Pigas
Tom Berry

Software Testing
Tom Hill

Characters
Ryo Agarie
Sergey Rakhmanov
Donnchadh Murphy

Backgrounds
Damian Sparkes

Keith Rabbette
Ross Bury
Gareth Cook
Chris Woods
David Buttress
Neill Harrison
Gavin Flint

Props
Jason Baggett
Jim Ellis

Animators
Gary Talbot
Matt Lewis
Daniel Carey

Additional Animation
Diarmuid Donohoe

Motion Capture
Jon Mummery
Gary Talbot
Dan Carey
Estelle Ellis
Doug Crouch

Additional Concept Art
Phil Jackson

Additional Art
Stefan David Von
Franquemont
Andy Betts
Giorgio Grecu
Richard Morrall

Music
David Clynick

Sound FX
Jamie Hughes

Additional SFX & Surround Mixing
Martin Penny
Dave Clynick

Art Support
Rhett Bennatt
Aaron Fox
Christian Holton
Chuck Furlong
Michael Dean

Head of Software R&D
Richard Gale

PDZ R&D Direct
Kostas Anagnostou

Software R&D Leads
Jim Horth
Tom Grove

Software R&D Team
Andrew Grieve
Ben Miller
Claude Marais
David Meen
Eike Umlauf
Nicola Bhalerao
Nikolay Stefanov
Paul Mikell
Simona Tassinari
Stuart Hill
Tom Kuhn
Urban Lassi

Localization Production
Andy Wilson

Manual Content
Leigh Loveday
Dale Murchie
Wil Overton
Duncan Botwood

Additional Promo Material
Jon Severn
Peter Hentze

Rare Management
Chris Stamper
Stephen Stamper
Simon Farmer
Lee Schuneman
Lee Musgrave
Mark Betteridge
Gregg Mayles

Rare Hardware & Support
Pete Cox

Doug Crouch
Mark Green
Head of Rare Test
Huw Ward
PDZ Test Lead
Luke Munton
Rare Test Team
David Wong
Gareth Stevenson
Liam Davey
Gary Phelps
Anthony Salway
Hinesh Patel
Scott MacDowall
Christian Leech
Simon Chang
Matthew Smalley

Volt Europe
Richard Edmondson
Laura Fox

VMC
Kieron Clarke
Andy Wetherell

Lead Tester
John Davies

Testers
Simon Kemp
Sultan Ul Haq
Andy Davies
Dave Hopley
Anthony Abruzzi
Simon Holmes
Michael Biggs
Steve Faulkner
Jason Leckie
Mike Barrett
Tom Longdon
Jagdip Sandhu
Sean Dudley
Mike Bunning
Matthew Feeney
Drew Stevens
Asim Ahmed
Keith Turner
Kelvin Moore
Andrew Preston
Paul Michael
Carl Mitchell
Daniel Coles
Edwin Davies
Steven Murphy
Nick Brooker Jones
Tim Williams
Matt Parker

Outsource Media Voice Director
Mark Estdale

Voice Direction Engineer
Jeremy Taylor

Post Production
Dean Gregory
Trevor Bent
James Lynch

Voice Talent – English
Laurence Bouvard–*Joanna Dark*
Jo Wyatt–*Chandra*
John Guerassio–*Jack Dark*
John Kay Steel–*Carrington*
Togo Igawa–*Zhang Li*
Naoko Mori–*Mai Hem*
Kristopher Milnes–*Jonathan Steinberg*
Martin T Sherman–*Killian*
John Guerassio–*Zeigler*
Don McCorkindale–*Dr. Caroll*
Glen Wrage–*Brother Clay*
Dan Russell–*Brother Virgil*
Steve Hope Wynne–

Father
Jay Benedict
Dan Russell
Rupert Farley
Ian Porter
Doug Cockle
Kayvan Novak
Brad Lavelle
Quarie Marshall
John Kay Steel
Eveline Novakovic
Duncan Botwood
Steve Malpass
Jamie Hughes
Estelle Ellis
Ben Cullum
John Silke
Rare Testing All
Male Voice Choir

Field Recording
Steve Burke
Jamie Hughes
Matthew Lee
Johnston
Jerry Schroeder
Tawm Perkowski •

Microsoft

Producer
Chris Kimmell

Executive Producer
Jim Veevaert

Program Management
Jennifer
Christensen
Earnest Yuen

Test Lead
Rick Lockyear

Test Manager
Tom Arnold

Testers
Chris Hind
Chris Liu
Dan Tunnell
David Gasca
Karie Daniel
Matt Shimabuku
Michael Forgey
Mike Vargas
Adam Johnson •
Benjamin Haynes •
Brian Fissel •
Brian McGee •
Chad Hakeman •
Chris James •
Christian Klepac •
Christopher
Slycord •
Damian Smolko •
Dan Ballmer •
Dan Nations •
David Hayes •
David Peterson •
Eric Anderson •
Evan Lewis •
Federico Johnson •
Graham Weatherly •
Jake Gilbar •
Jason Bowen •
Jeff Guy •
Jeremy Frazier •
Jeremy Jansen •
Jessica Bourne •
Joe Arconti •
Joel Straight •
Jonathan Courney •
Josh Merker •
Justin Crabtree •
Justin Towle •
Kristen Linstead •
Luis Delgado-
Eberhardt •
Matthew Dobervich •
Michael Garrity •
Michael Gombasy •
Mike Metully •
Nat Schwartz •

Nathan Schneider •
Paul Kilanowski •
Peter Carrier •
Robert Shinolt •
Robert Ulrich •
Robert West •
Rodney Lo •
Ryan Scott •
Scott Miller-SDET •
Scott Mizzi-Gili •
Silas Ray •
Ted Lockwood •
Thomas Elliott •
Timothy
Christensen •
Tim Morel •
Trevor Homer •
Brian Fetty •
Brian Noonan •
Greg Hanefeld •
Joe Ezell •
Joel Jackson •
John Thomas •
Matthew Germann •
Theodore Lankford •

Global Product Manager
John Dongelmans

Group Product Manager
Peter Kingsley

Lead Marketing Manager
Justin Kirby

Public Relations Manager
Jen Martin

Software Development Lead
Jeff Spradling

Software Development Engineers
Phil Bergman
Dan Weisman
Glenn Doren

User Research Engineer
David Quiroz

User Experience
Keith Cirillo
Beth Demetrescu

Packaging Engineer
Duane Colbert

Print Design Lead
Dana Ludwig

Story Consultants
Marc Guggenheim
Eric Trautmann

Localization
Virginia Spencer
The Loc Teams in
Ireland, Japan,
Korea, and Taiwan

Taiwan Localization Team
Aha Chiu
Lana Peng
Shu-Liang Balzac
Chang
Sophia Lai
Vincent Tsai

Business
Jim Hawk
Tim Stuart

Licensing
Eric Trautmann
Nancy Figatner
Alison Stroll
Sandy Ting

Web Site
Dave Pierot
John Peoples
Jason Carl
Jason Graf

Additional Thanks
Ken Lobb, Phil Spencer, Shane Kim, Peter Moore, Kiki Wolfkill, Curtis Neal, Phil Teschner, Andrew Franklin, Dustan Gourlie, Jimmy Bischoff, Marwan Jubran, Mike Ruete, Steve Dolan, TJ Duez, Mark Terrano, Jason Strayer, Tian Lim, Patrick O'Kelley, Jeff Sullivan, Oliver Miyashita, Stacey Law, and James Coliz

• EXCELL DATA CORPORATION   • VOLT   • ARTSOURCE

Technical support is available from 9am to 6pm (Monday – Friday).

- In Taiwan, call 00801 44 4231. (Toll free)
- In Hong Kong, call 800 96 4215. (Toll free)
- In Singapore, call 800 448 1330. (Toll free)

For more information, visit us on the Web at www.xbox.com

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious, and no association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & ℗ 2006 Microsoft Corporation. All rights reserved.

Microsoft, the Microsoft Game Studios logo, Joanna Dark, Perfect Dark, Perfect Dark Zero, Rare,the Rare logo, Windows, Xbox, Xbox 360, Xbox Live, the Xbox logos, and the Xbox Live logo are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries. Rare Limited is a subsidiary of Microsoft Corporation.

Uses Bink Video. © Copyright 1997-2006 by RAD Game Tools, Inc.

Manufactured under license from Dolby Laboratories.

www.tor.com
Read the book Perfect Dark: Initial Vector by Greg Rucka, in bookstores now.

www.sumthing.com. Soundtrack available on Sumthing Distribution.

Voice recording by Outsource Media Ltd.

Music written and performed by Dave Clynick. Produced and mixed by Andy Gray and Dave Clynick at Strongroom Studios, London. Engineered by Andy Gray. Additional Pro Tools editing and refreshments Ian Dowling. Music mastered by Tim Young at Metropolis, London.

"Glitter Girl * Evil Side * " and "Pearl Necklace" performed by MorissonPoe, words by Jean Morisson, Music by MorissonPoe, courtesy of Ethology / Sidecar Records. Copyright 2006 In Delirium Publishing. All rights reserved. Used by permission.

"Limelight" performed by Kepi and Kat, written by Jeff Steinmetz and Katrina Steinmetz, Urge Productions. www.urgeproductions.com All rights reserved. Used by Permission.

Some of the typefaces included herein are developed by DynaComware.

Check out Perfect Dark Zero on the Web at
www.perfectdarkzero.com

37

TIME FOR ACTION!
控制方式

AIM/ZOOM
瞄準/縮放

PRIMARY FIRE
使用武器的主要功能

DIVE
(WITH 🕹 TO DETERMINE DIRECTION)
蹲下翻滾 (用 🕹 來決定移動方向)

XBOX GUIDE
XBOX 360 按鍵

SECONDARY FIRE
使用武器的次要功能

MOVE
(CLICK TO CROUCH)
移動 (按下即可蹲伏)

WEAPON SWAP
武器交換

RELOAD
重新裝填彈藥

MELEE ATTACK
近戰攻擊

ACTION
(CONTEXT SENSITIVE)
動作 (視環境而定)

PAUSE / RESUME GAME
暫停/繼續遊戲

UNARMED MODE (⬆) 徒手模式 (⬆)
DROP WEAPON (⬇) 扔下武器 (⬇)
SWITCH TO GADGET (⬅ OR ➡) 切換到電子裝置 (⬅ OR ➡)

LOOK AROUND
環顧四周

Printed in Singapore
新加坡印製

1205 Part No. X11-70665

™
RARE ®

Microsoft
game studios ®